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IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

Applicant(s): C. Phillip Reay et al. ✓

Attorney Docket No: ONAD0002

Serial No: 09/336,611 ✓

Group Art Unit: 3625

Filed: June 18, 1999

Examiner: Haq, Naeem U.

Title: GENERATING REVENUE FOR THE USE OF SOFTGOODS THAT ARE
FREELY DISTRIBUTED OVER A NETWORK

AMENDMENT AND REQUEST FOR RECONSIDERATION

Bellevue, Washington 98004

December 24, 2002

TO THE DIRECTOR OF THE PATENT AND TRADEMARK OFFICE:

In response to the Office Action dated August 27, 2002, applicants request that the above-identified application be amended as set forth below and that the Examiner reconsider the application in view of these amendments and the Remarks that follow. A clean version of the amendments is shown below. A marked-up copy of the amendments follows this response and is entitled MARKED-UP VERSION OF THE AMENDMENTS.

CLEAN VERSION OF THE AMENDMENTS

RECEIVED

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GROUP 3600

Amendment to the Claims

In the Claims:

Please cancel Claims 21, 42, 43, and 44.

Please amend Claims 8, 20, 22-25, 32, and 35 as follows:

8. (Twice Amended) A method for facilitating purchase of a softgood that is freely distributed to prospective purchasers for preview within a player program and which includes a unique identifier that is assigned to the softgood before the softgood is distributed, comprising the steps of:

(a) enabling prospective purchasers to preview the softgood with the player program to a limited extent, prior to deciding to purchase the softgood, wherein during such preview, a prospective purchaser possesses a complete copy of the softgood, but the player program controls access to the softgood and allows the prospective purchaser only limited access to the softgood;

(b) enabling purchase of the softgood from within the player program by connecting a computer on which the player program is executing with an e-commerce agency to initiate a network transaction, purchase of the softgood causing data related to the purchase to be recorded in the database of the e-commerce agency and causing a registration value that references the unique identifier to be transmitted to the computer on which the player program is executing; and

(c) using the player program, registering the softgood on the computer employed for the network transaction using the registration value provided by the e-commerce agency,